PlayStation®

NTSC U/C

PlayStation®

MUPPET MONSTER ADVENTURE™

EVERYONE

E

CONTENT RATED BY ESRB

Jim Henson™ INTERACTIVE

magenta software

MIDWAY®

SLUS-01238

WARNINGS

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

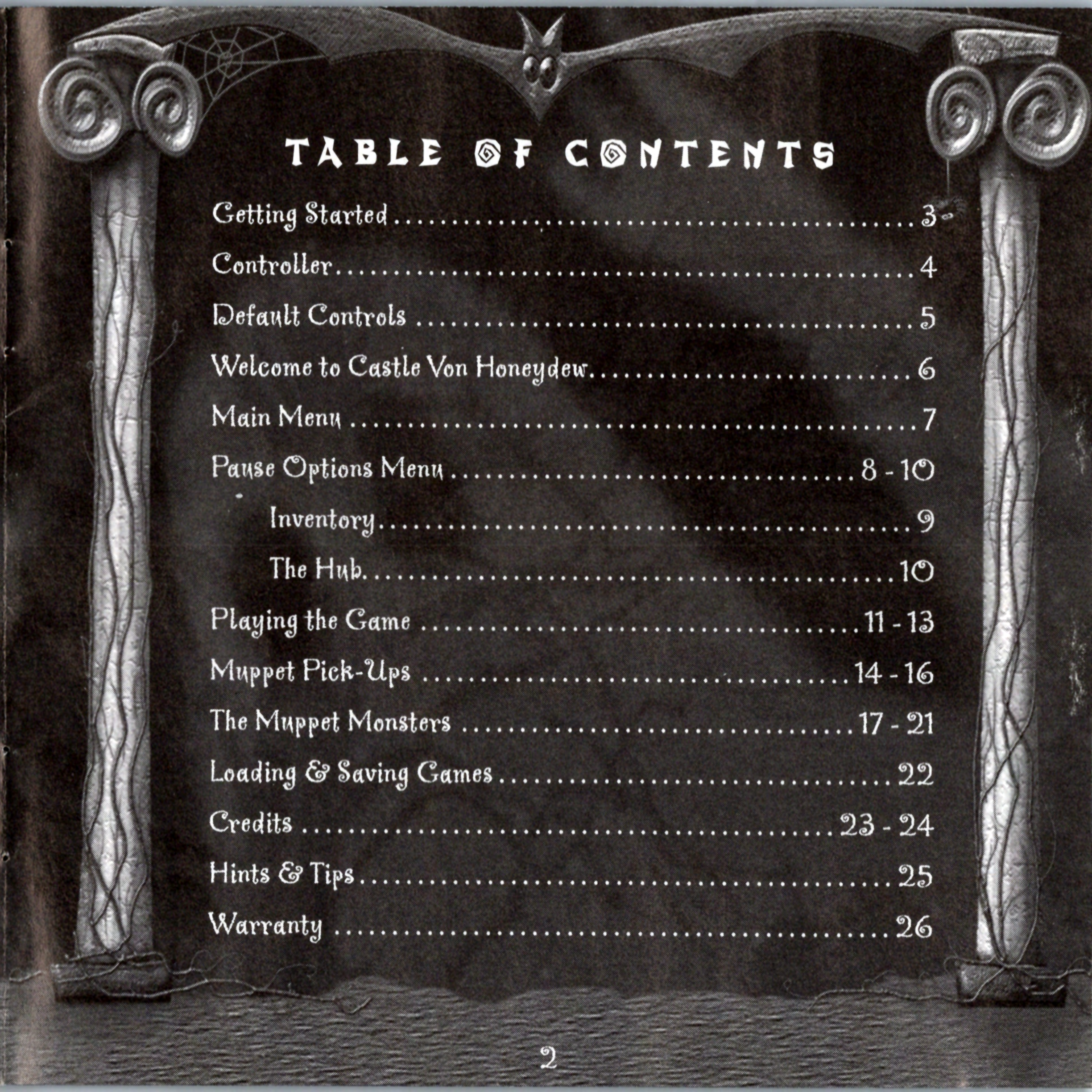
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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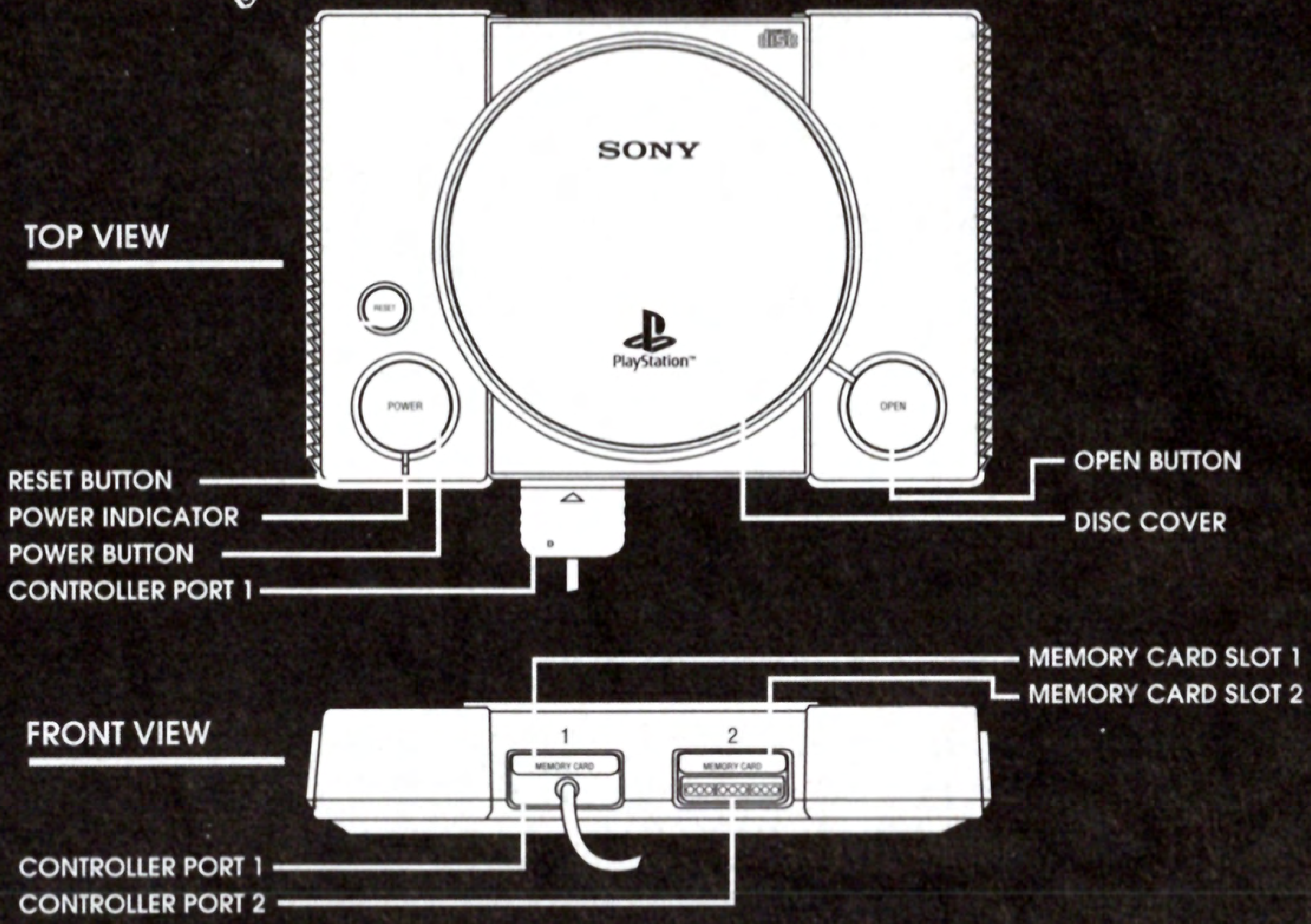
GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the (Muppet Monster Adventure) disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.


TOP VIEW
SONY
PlayStation
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT 1
OPEN BUTTON
DISC COVER
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
FRONT VIEW
1
2
MEMORY CARD
MEMORY CARD
CONTROLLER PORT 1
CONTROLLER PORT 2

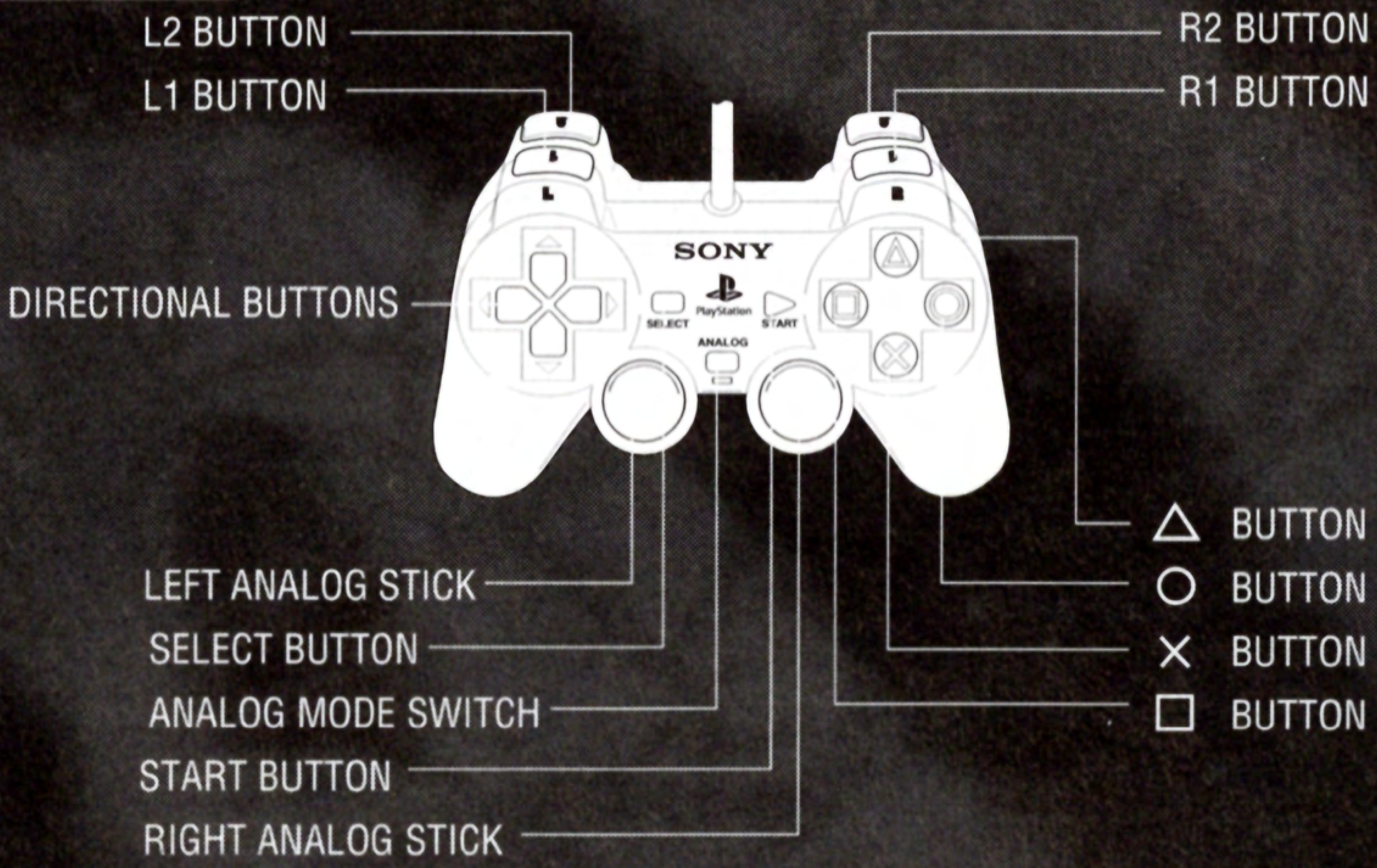
MEMORY CARDS

Do not insert or remove peripherals or Memory cards once the power is turned ON. Make sure there are enough free blocks on your Memory card before commencing play.

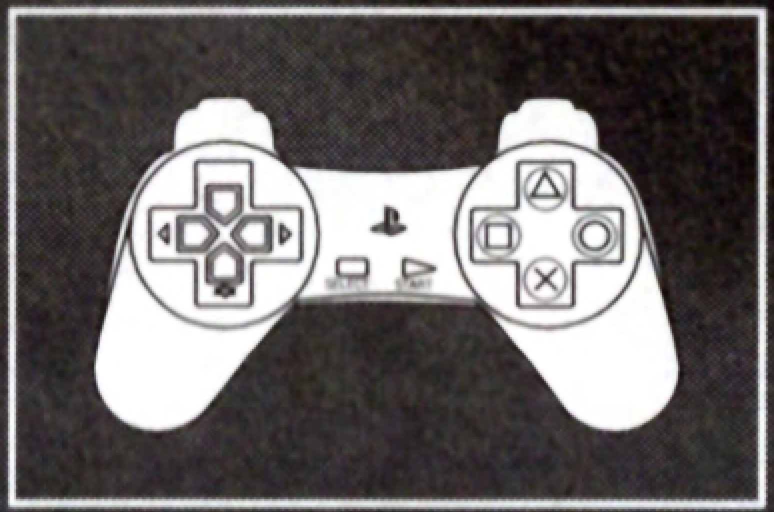
Your Memory card is supported in MEMORY CARD slot 1 only.

CONTROLLER

DUALSHOCK™ analog controller


L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
SONY
SELECT
PlayStation
START
ANALOG
DIRECTIONAL BUTTONS
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON
LEFT ANALOG STICK
SELECT BUTTON
ANALOG MODE SWITCH
START BUTTON
RIGHT ANALOG STICK

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Page 5.



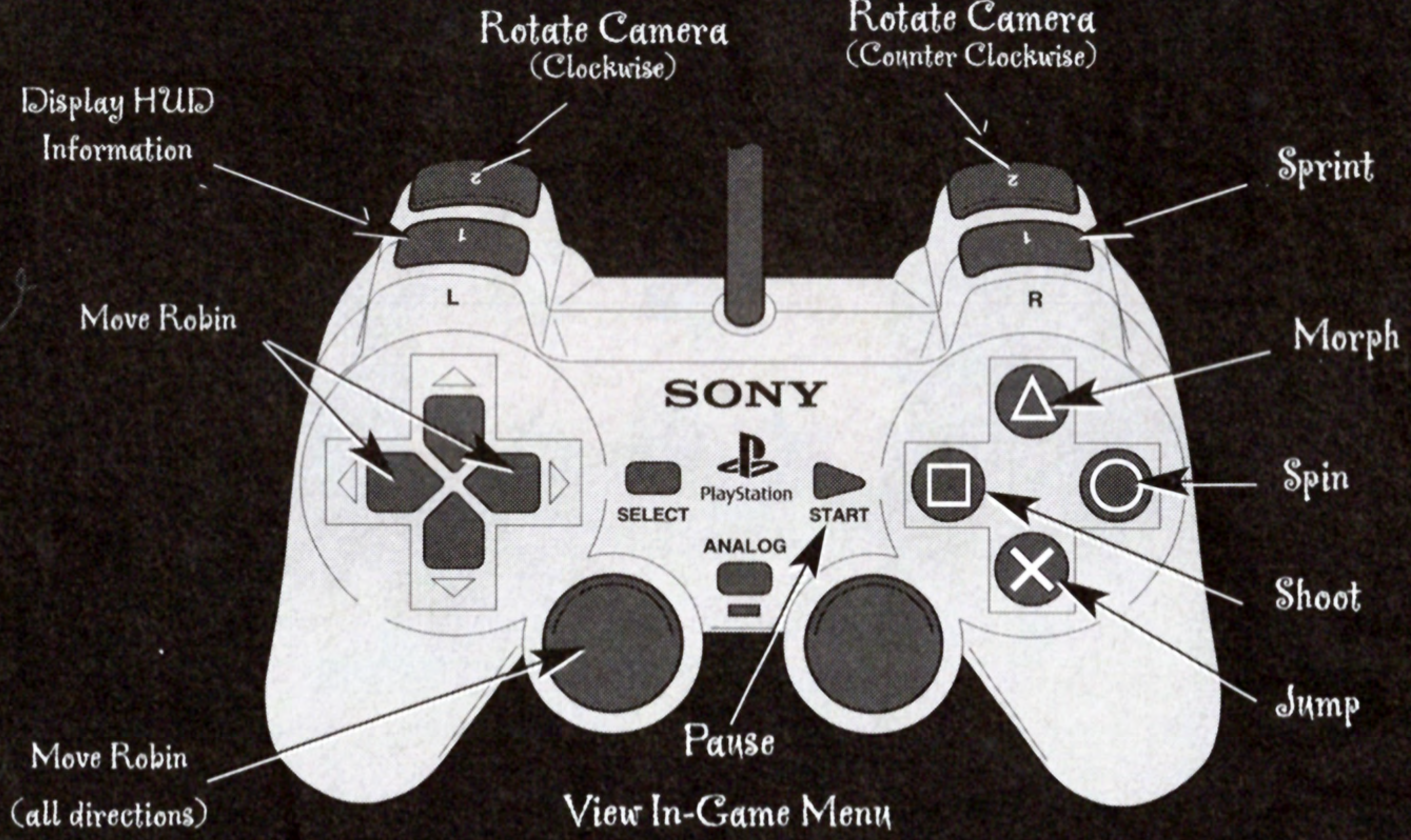
Reading this Manual

In this manual, ↑, ↓, ← and → are used to denote the direction of both the Directional buttons and the Left Analog Stick. These are the default controls that cannot be reconfigured.

Menu Navigation

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to make the selection. Press the △ button to return to the previous menu.

DEFAULT CONTROLS


Rotate Camera
(Clockwise)
Rotate Camera
(Counter Clockwise)
Display HUD Information
Sprint
Move Robin
Morph
Spin
Shoot
Jump
Move Robin
(all directions)
Pause
View In-Game Menu
L
R
SONY
SELECT
PlayStation
START
ANALOG

THE DUALSHOCK™ ANALOG CONTROLLER

The Muppet Monster Adventure experience can be greatly enhanced by using a DUALSHOCK™ analog controller. If you're using an DUALSHOCK analog controller, the game can be played using the Directional buttons or the Left Analog Stick. When using the Left Analog Stick, ensure the Analog mode switch is on (the LED will light up Red).

The vibration function of the DUALSHOCK analog controller can be toggled ON or OFF in the Vibration Setup Menu (pg. 8).

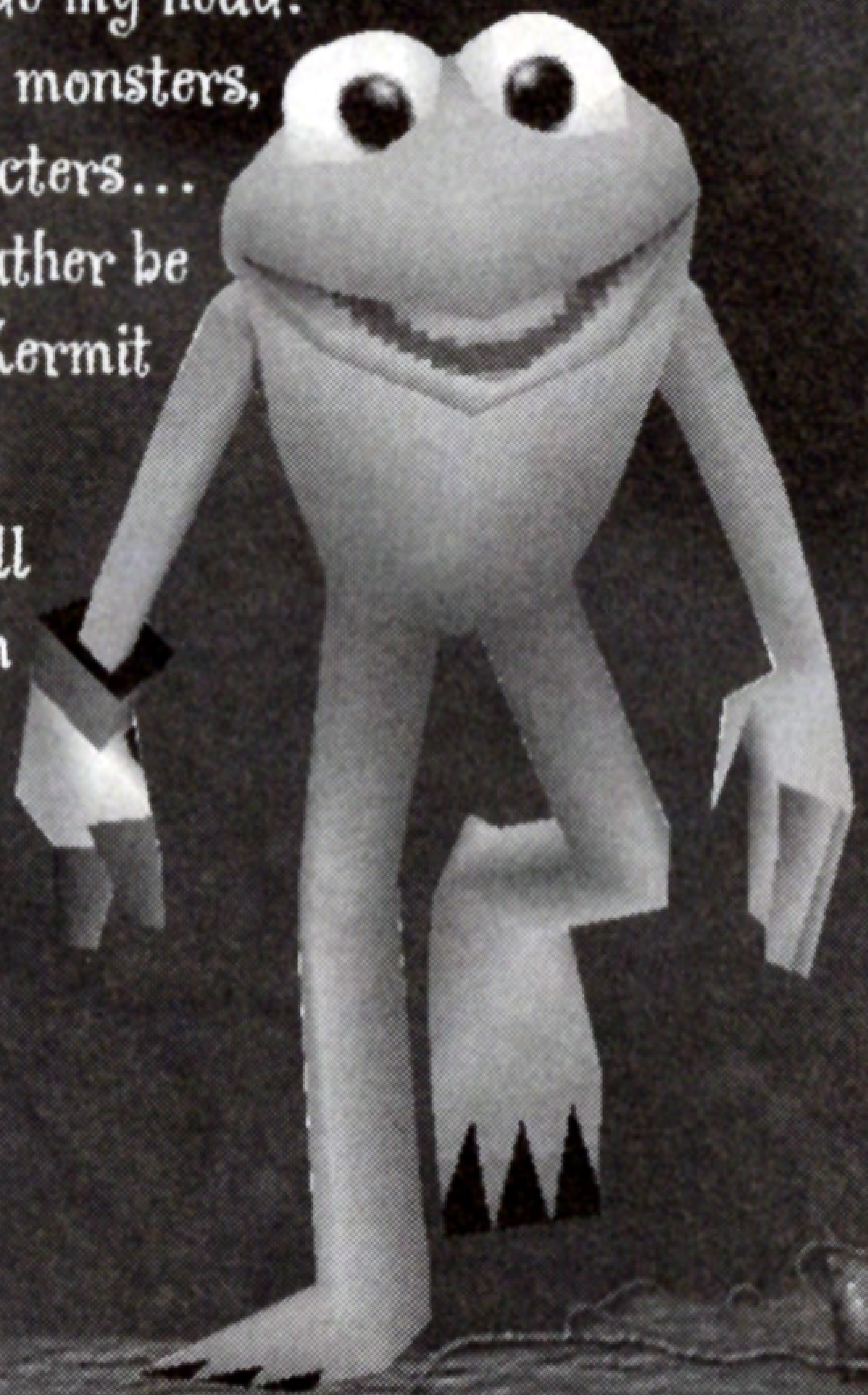
WELCOME TO CASTLE VON HONEYDEW

"Today is the scariest day of the year: Halloween!

Uncle Kermit says there aren't any such things as monsters, but it'd be a lot easier to believe him if we were somewhere fun, like on a beach in the Caribbean. But walking up the path to this creepy castle, I'm not so sure. Is that a gigantic ogre, ready to grab me and eat me in one gulp? It may look like a tree now, but maybe that's just a trick until it can make me a tasty treat when no one's looking! And those noises, not just wind but… moaning? Sounds like an army of ghosts just out of sight!

Are they coming from behind or just up ahead? It's so hard to tell. And that clattering noise! Like the rattling of skeleton bones. They're inside my head! Oh wait, that's just my teeth chattering. Slobbering monsters, shambling zombies, ghostly ghouls, chain-clanking specters… they're following us! The castle looks spooky, but I'd rather be inside than out here where they can get me. Even Uncle Kermit seems a little nervous.

But we have to get away from the monsters hiding in all the shadows, and this place looks like it was made from shadows. This means LOTS of monsters! As we climb the castle steps I hear something growling, although that could be my stomach — plane food isn't very filling.



And then Uncle Kermit knocked on the door."

MAIN MENU

MUPPET
MONSTER
ADVENTURE
START NEW GAME
LOAD GAME
GALLERY
SELECT
IN MEMORY OF

After a short cinematic introduction, the Title Screen will appear. Press the Start button to access the Main Menu.

START NEW GAME

Start a new game (see Playing the Game , pg. 11 - 13).

LOAD GAME

With a Memory card inserted in your console, you can load previously saved Muppet Monster Adventure games from this menu (see Loading and Saving Games, pg. 22).

GALLERY

When you return to a previously played level and destroy an enemy for the second time, you'll be awarded a coin instead of a piece of evil energy. You can collect these coins and save them to your Memory card while performing a normal save game.

These coins give you access to various sections of the Gallery, found in the Main Menu. However, you must have a valid Memory card that contains saved data.

When you enter the Gallery's first screen, five coffins will display the various open sections of the gallery. Underneath each coffin, you'll find the number of coins required to open it. When this value has been reached, the coffin icon will be shown "Open". Inside each coffin are 32 individual items each with the specific amount of coins you need to access that item. If the number underneath the item is glowing, it is accessible. Press ⬆, ⬇, ⬅ or ➡ to move the selector and then press the ⊗ button to select each item.

Each icon represents a specific type of entry:

Clapperboard - Film Clip
Speaker - Out-take
Pencil - Fan Art
Art Brush - Production Art
Picture Frame - Team Scream Picture

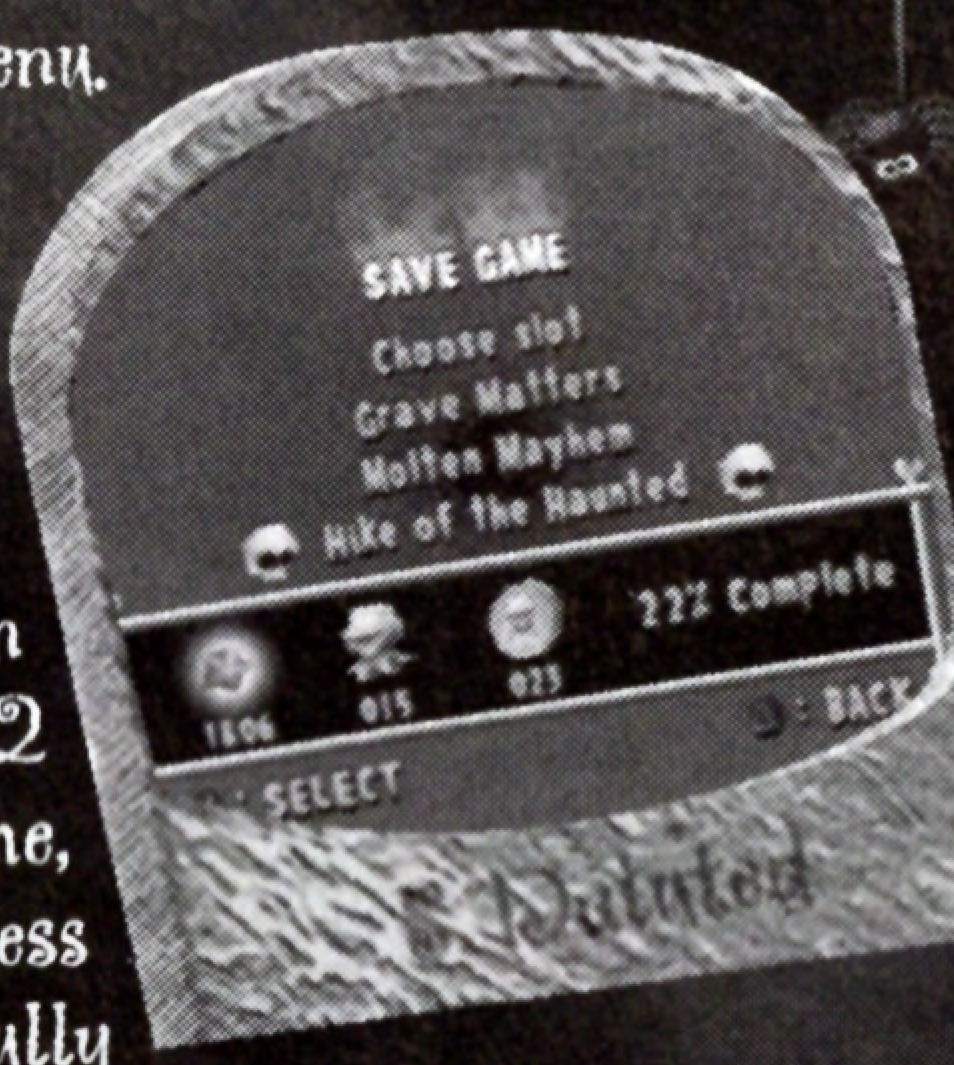
PAUSE OPTIONS MENU

Press the START button during the game to activate this menu.

CONTINUE

Returns you to the game.

SAVE GAME



You must have a Memory card inserted in your Console in order to save a game. Please ensure that there are at least 2 free blocks on the Memory card. To save your current game, press ↑ and ↓ to choose a Memory card block and press the ⊗ button to confirm. Once the save has been successfully completed, press the ⊗ button again to return to the Pause Options Menu (see Loading and Saving Games, pg. 22).

OPTIONS

SOUND SETUP

Press ← to decrease or → to increase the volume of the SFX, Speech and Music.

SCREEN SETUP

Press ↑, ↓, ← or → to adjust the position of the screen. Press the ⊗ button to confirm the new position or press the △ button to reset the screen to its former position.

CAMERA

Choose either Passive or Active camera. In Passive Mode, the camera can be rotated around Robin by using the L2 and R2 buttons.

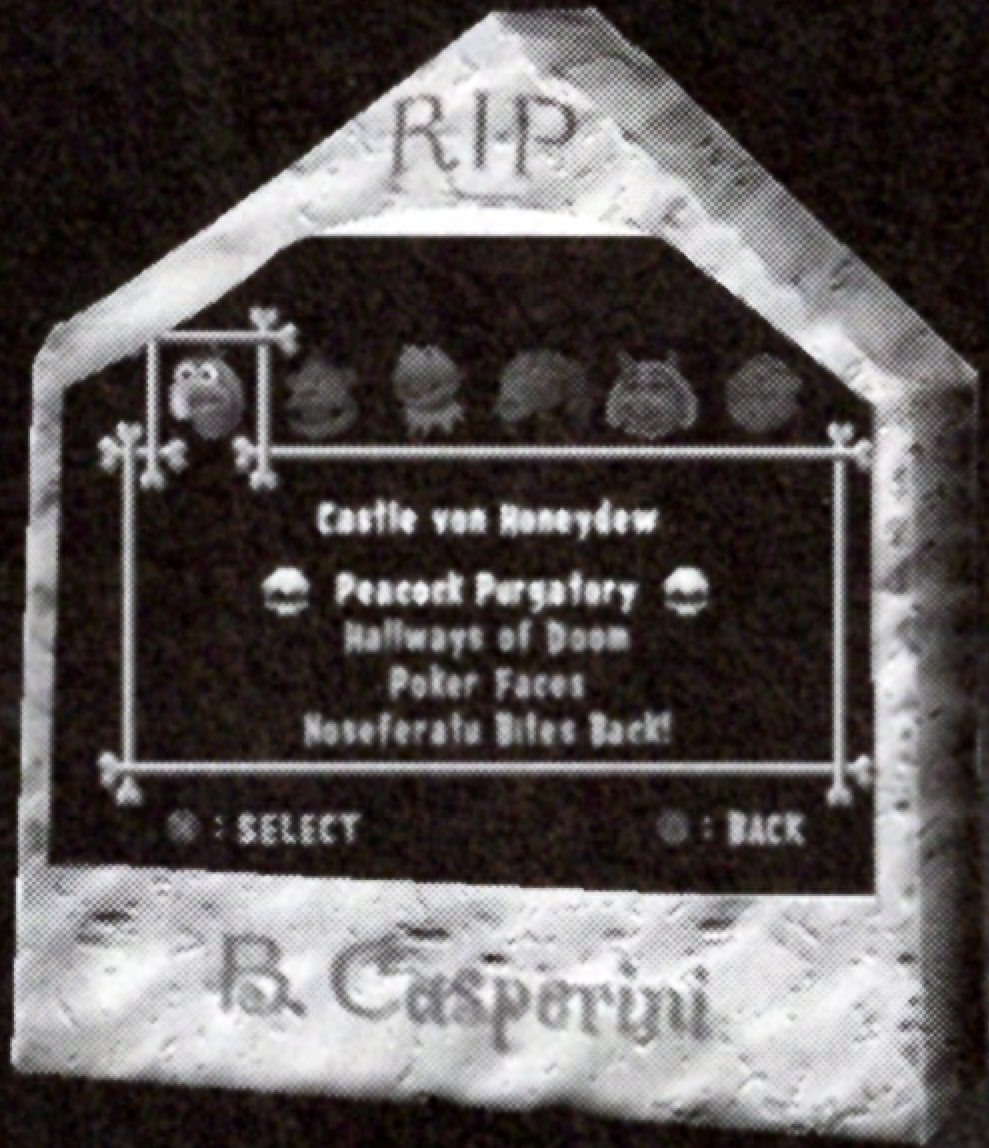
VIBRATION

Press ← or → to turn the vibration function on or off, then press the ⊗ button to confirm. NOTE: This option only applies when using a DUALSHOCK analog controller.

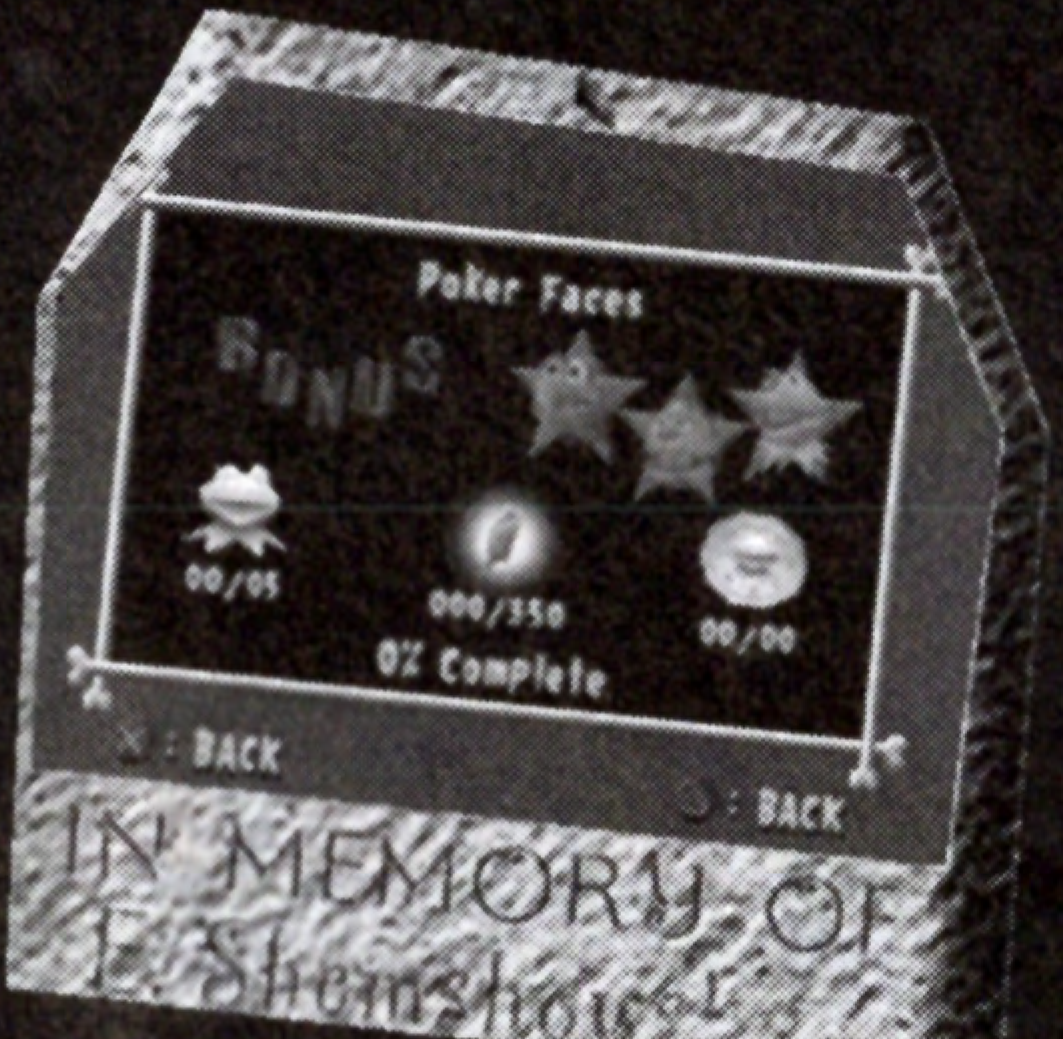
PAUSE OPTIONS MENU

INVENTORY

The inventory can be accessed through the In-Game Menu and also by pressing the SELECT button. It displays information about the levels that you have visited. The inventory consists of pages that can be flipped through, back and forth, and each page contains the information relevant to the levels within a certain world.


RIP
Castle von Honeydew
Peacock Purgatory
Hallways of Doom
Poker Faces
Noseferatu Bites Back!
: SELECT
: BACK
B. Casperini

When first accessed, you will see the six world pages displaying the names of the levels within each world. Press ⬅ and ➡ to select the relevant world, and press ⬆ and ⬇ to select the required level within that world.


Poker Faces
BONUS
00/05
000/350
00/00
0% Complete
: BACK
: BACK
IN MEMORY OF
E. Shemshouse

Each level page will display which Monster Morph powers are available in the level, bonus letters, evil energy and Muppet Tokens you have collected within the level. Finally, in the bottom center of the screen, you'll see the Level Completion Percentage. You'll also see boss level pages displaying the status of the boss and whether or not you've defeated them.

You will only be able to flip through to worlds that have been opened, and the inventory will default to the world that you are currently in.

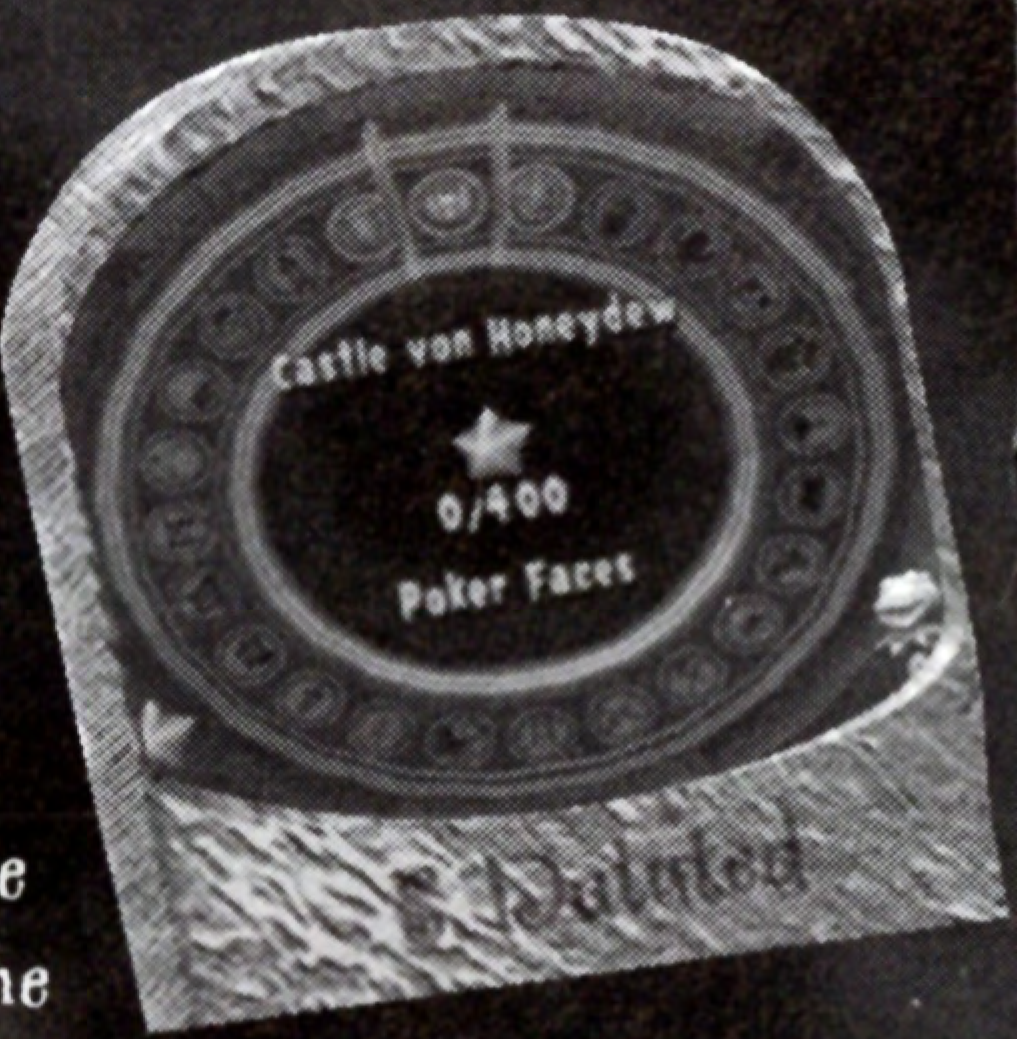
PAUSE OPTIONS MENU

Hub

When you select this option, the following on-screen message will be displayed:

"Are you sure?"

Highlight YES or NO and press the ⊗ button to be taken out of the current game and back to the central Hub.



Built by Petri von Honeydew to transport him around his world, the Hub is a large wheel that displays all of the available levels in the game. From here, you can scroll the wheel by pressing ← or → and then pressing the ⊗ button to select the level you wish to visit. There is only one problem. Not all of the levels are open; some are locked. The locked levels can only be opened by collecting enough evil energy and Muppet tokens for that specific level.

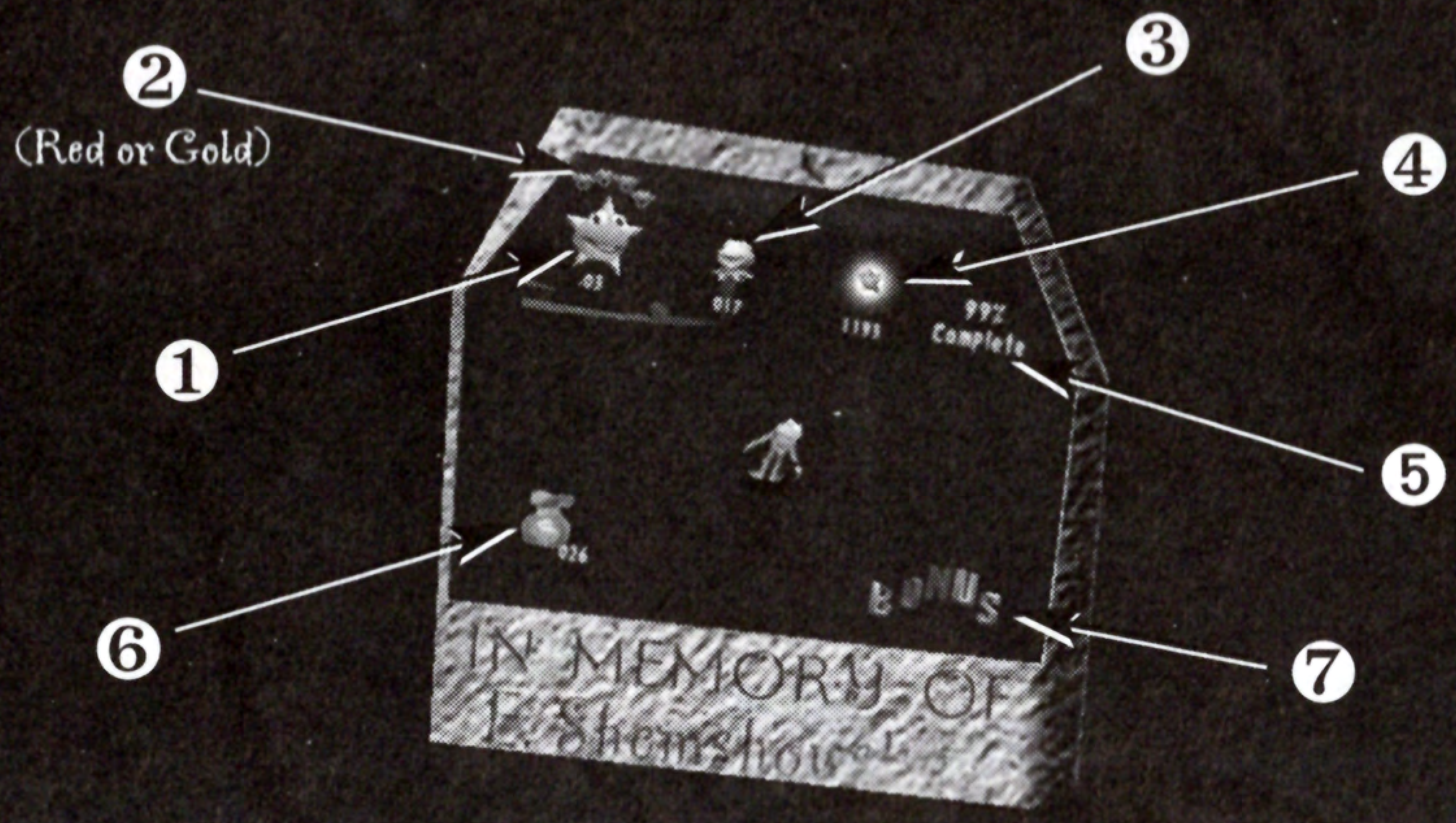
Each level has a status represented by the colored ring around each level icon:

- Flashing green means the level is open and has not been visited.
- Solid green means the level is open and you have visited.
- Solid red means you have not yet opened this level.
- Solid Orange means 100% completed, max evil energy & Muppet tokens possible.

When a level is unopened, it displays the amount of Evil Energy pieces you need to open that level (or Muppet Tokens if it is a boss level). When the level is open, it displays how many Evil Energy pieces and Muppet Tokens you have collected from within that level, as well as the overall percentage of level completion. If a level is not yet accessible, you won't be able to enter it. See if you can figure out how to unlock each level and challenge each boss.

PLAYING THE GAME

As you play the game, on-screen information will briefly appear, letting you know about Lives, items you've collected or other important information. To see all of the information at once, press the L1 button during the game.


②
(Red or Gold)
③
④
①
99%
Complete
⑤
⑥
BONUS
⑦
IN MEMORY OF

1 ....Lives

2 ....Sub-Lives

3 ....Muppet Tokens

4 ....Evil Energy

5 ....% of Level Completion

6 ....Coins

7........Bonus Letters

PLAYING THE GAME

It's time to get things started as Robin begins his brave quest to save the Muppets.

Kermit the Frog, Miss Piggy, Fozzie Bear, Clifford and Gonzo have all been transformed into scary monsters, and it is up to young Robin to rescue them and return them to their natural forms!

Robin starts his adventure in the grounds of creepy Castle von Honeydew. Guide Robin around the environment to collect all of the evil energy and break open any containers. He can either shoot or smash open the various containers to collect their contents.

Watch the signposts for handy hints and tips. Pepe, the most majestic of king prawns, will likely give you some good advice.

The following information should help get you started:

From the starting point at the stone steps, direct Robin under the bridge. There are two pieces of raised ground to the left and right. Robin can walk up the steps to his left.

After clearing the left hand piece of raised ground, move further along the path. Take the set of steps on the right that lead up to the top of small incline. Up here, there's a gardener who may want to sharpen his shears on Robin, so be careful! Collect all the goodies in this area, and move further along the path to the lake on the right. Robin can wet his skin here by swimming out to the island. Don't forget to return here later with Clifford's underwater swimming morph and collect all the goodies from beneath the water.

PLAYING THE GAME

To the left of the lake, Robin can walk up the hill to discover two hidden locations. Both require Robin to have the Fozzie's climbing morph skill. Continue further up the path, and it will level off in front of Castle von Honeydew. Look for the large gold star with Robin's face on it - this is the restart pickup. This means that if Robin perishes after picking this up, he will reappear at this point rather than at the start of the level.

In front of Castle on Honeydew, there are two flights of stairs that lead inside. To open the bars blocking the entrance, Robin must trigger the switch on the tower across from the main castle. Once inside, Robin will see the teleporter that is used to exit the level and return to the hub- but before that, there is much more for Robin to discover.

Carry on around Castle von Honeydew to discover a super-jump platform on the left and some terraced ground to the right. Robin can take the super-jump to the roof above, and later use this roof to glide to the tower across the way where a handy Muppet token waits. Afterwards, Robin should turn around and...

Hey, we could tell you more about the game, but you'll just have to discover it for yourself! Good Luck!

MUPPET PICK-UPS

Pickups are items in the game that can be collected by Robin. They can be found in selected areas of the game world, or enemies can drop them when they die.

COLORED STARS (EVIL ENERGY)

Red, blue, yellow or green stars (Evil Energy) are hovering pieces scattered all around. It is your task to collect all evil energy. Evil Energy is used to access hidden areas of the game via the Hub and it is also needed to fully complete the game.

Move Robin over a particle to pick it up. It will disappear, and its value will be added to your total. Stars can come in different denominations, representing different amounts of evil energy. The various denominations are specifically colored, so it is easy to spot them.

CONTAINERS

Some Evil Energy are held within containers. These containers must be opened to get to the pickups inside. Look for containers such as Skull Chests, wooden pumpkins and metal helmets. See if you can figure out how to make Robin open them.

SUB-LIVES

Robin's lives are split into smaller units called "sub-lives". These red sub-lives dictate how many hits he can take from an enemy, obstacle or surface, before perishing. If Robin is below his maximum possible health, a sub-life pickup will replenish one unit of lost health.

MUPPET PICK-UPS

BONUS SUB-LIFE

A life begins with three sub-lives, but it can be raised to a maximum of five sub-lives by finding the gold Bonus Sub-Life pickup. The Bonus Sub-Life will raise the maximum sub-lives within a given life by one.

BONUS LETTERS

Collect the Bonus Letters to spell out the word "BONUS" in each level. When you've done this, a special Bonus Chest explodes within the level. It contains a Muppet Token, so get those webbed feet into gear!

MORPH AMULET PIECES

Robin will need special powers to complete the game, so pick up enough Amulet Pieces to rescue the Muppets. You must collect all of the Morph Amulet Pieces in a level before you can operate the Teleporter and leave the level. The Morph Amulet Pieces feature different Muppet faces and can be found in the strangest of places. Search carefully!

MUPPET PICK-UPS

EXTRA LIFE

Yellow Extra Lives are found throughout the game, giving Robin an extra life. Use your Spin Attack or shoot the jar to get to the pickup inside.

COINS

When you first enter a level and kill an enemy, that enemy will drop an Evil Energy Particle. If you leave that level and return later on, the enemy will be reset. However, if it is killed again it will drop a coin instead of an Evil Energy Particle. These coins pay for the playing of the film clips that have been previously explained.

You can collect these coins and save them to a Memory card. You can then use them to access the gallery. Here, depending upon your amount of coins you can access different video clips, production art, out takes, fan art and Team Scream pictures.

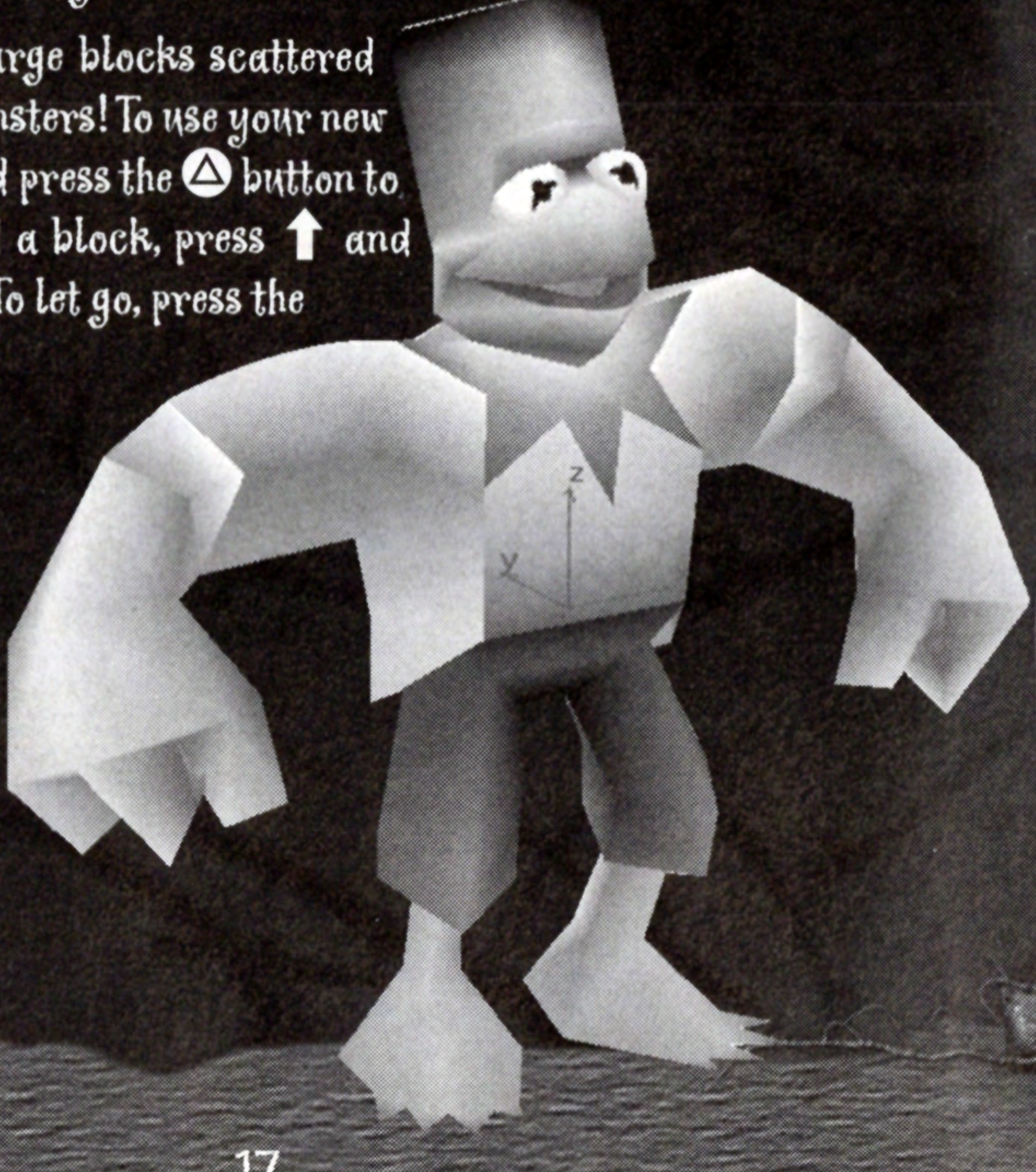
THE MUPPET MONSTERS

KER-MONSTER

"Hi-ho, Kermit the Frog here. Did you know that the word amphibious means 'double life'? We amphibians spend part of our lives on land and in water, you see. But now someone, or something, has transformed me and my Muppet friends into hideous creatures – who have more than a 'double life'. Gulp!!! Robin, if there's a time that your uncle needs you more than ever, that time is now. Be brave, be bold, be green!"

MORPH SKILL: Block Pushing

You can push and pull the large blocks scattered around the worlds. Messy monsters! To use your new skill, stand next to a block and press the △ button to grab it. Once you've grabbed a block, press ↑ and ↓ to push it back and forth. To let go, press the △ button again.



GHOULFRIEND OF KER-MONSTER

"Little Robin, moi is also monsterized and I wouldn't mind so much, but I'm auditioning for the lead in a new Broadway musical 'Gone With the Rind' at 4 o'clock, so I also needs your help. Oh, I knew I should never have come here! Kissy, kissy, please release me!"

MORPH SKILL: Smashing

This allows you to smash through certain doors and items. If you can smash something, an icon will appear when you stand next to it. Then, press the △ button to chop straight through the door or item, smashing it into pieces!

THE MUPPET MONSTERS

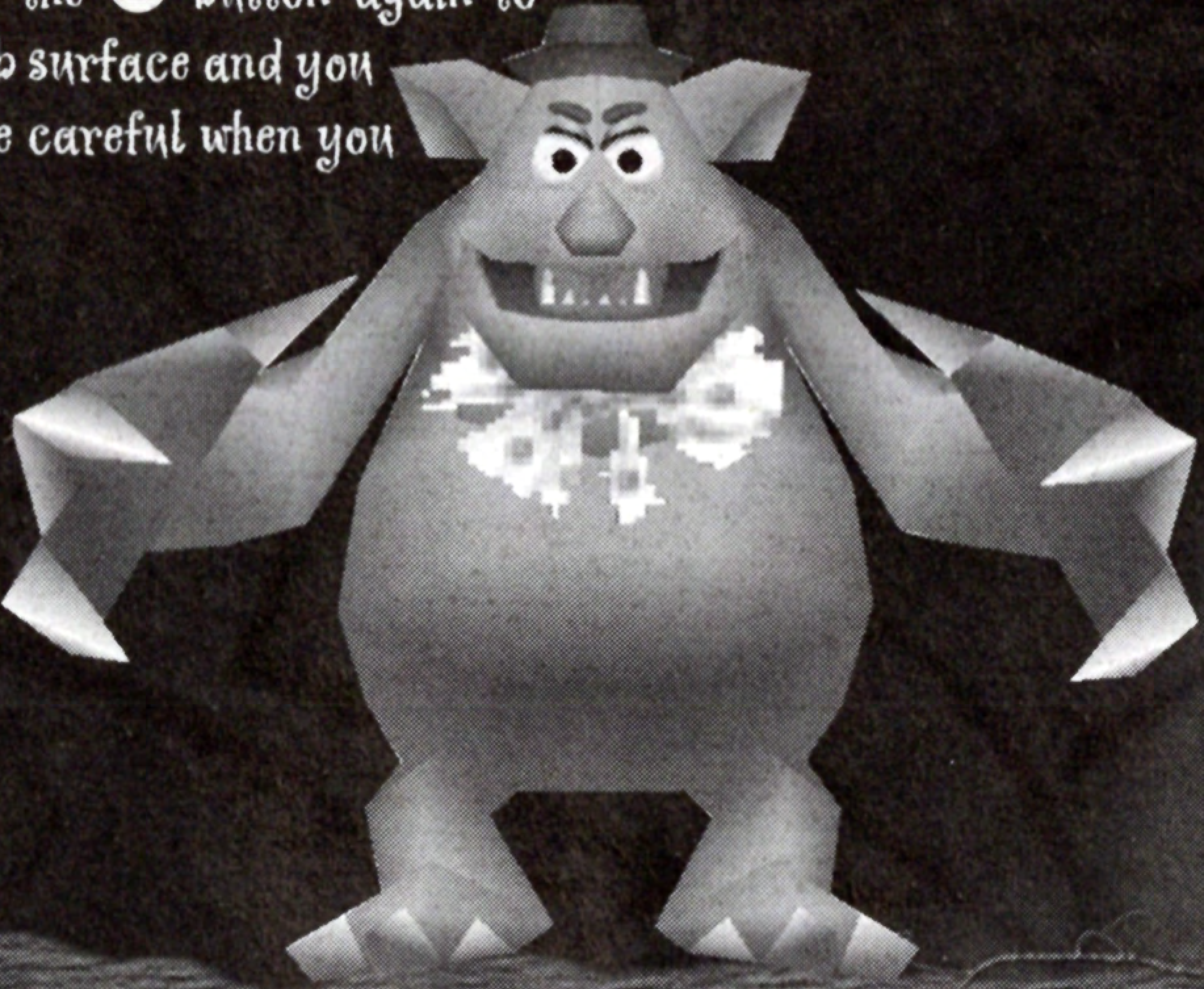
WOCKA WOCKA WEREBEAR

"I used to be a werewolf, but I'm alright now-ow-ow-ow-ooooooooooooowwwww!!!

Sorry, full moon just appeared from behind that cloud. What do you get when you cross a werewolf and a bear??? A very cross Wocka Wocka Werebear!!! Ahh AHH Ahh! Thank you, thank you. Gee, Robin, you gotta help me."

MORPH SKILL: Climbing

Things are getting hairy now! You can now climb up and down all sorts of things. To help you, an icon will float onto the screen when you are standing next to any surface you can climb. All you have to do now is press the △ button and you will jump onto the surface. Press ↑ and ↓ to climb up and down the surface. Press ← and → to move left and right. Clever, no? Press the △ button again to release you from the climb surface and you will fall to the ground. Be careful when you do that, okay?



THE MUPPET MONSTERS

MUCKY THE MUCK MONSTER

"Listen Robin, you really think I dig being a Muck Monster? It is so uncool. Put yourself in my place, man, please… put anyone in my place, anyone but me! Get a move on, find me and release me from this demonic spell. I want to get back to normal."

MORPH SKILL: Swimming

This gives you the ability to swim underwater. To use it press the △ button while you are in the water and you will morph, then dive, dive, dive! To help you, an icon will appear when you can use your Morph Skill. The ⊗ button makes you swim forward slowly, while the ▢ button makes you fast kick and the ○ button performs your underwater spin attack, which can smash open objects and destroy enemies. To morph back, just swim to the surface!

THE MUPPET MONSTERS

NOSEFERATU

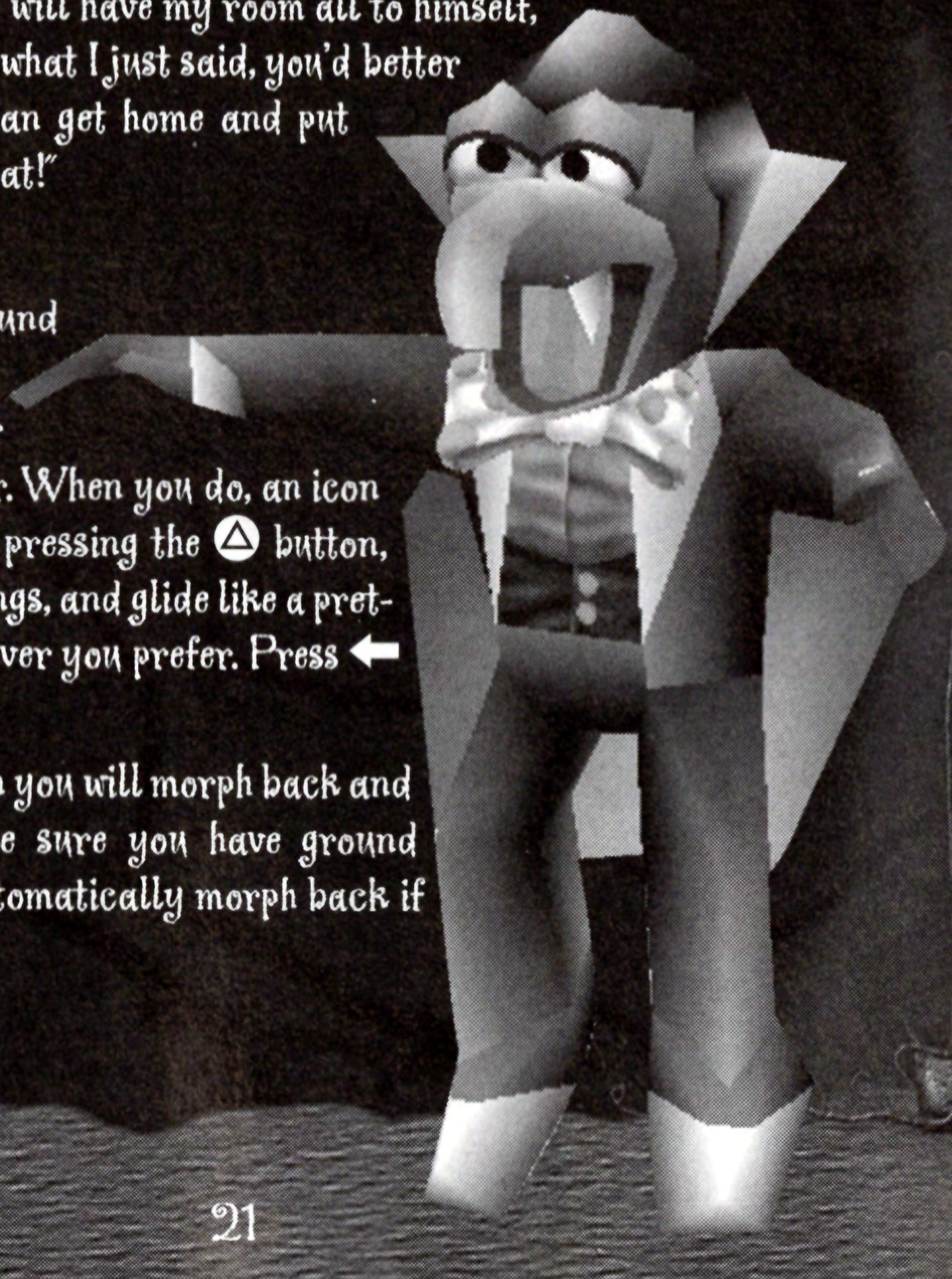
"Actually, Robin. I quite like it here as a vampire, with my army of skeleton henchmen and my reputation in the village as a scary monster, so there's no need to save me. No, you just leave me as I am...

Oh, hold on, that means Rizzo will have my room all to himself, er, let's think, er, Robin, ignore what I just said, you'd better get me out of this, so that I can get home and put Rizzo in his place! That dirty rat!"

MORPH SKILL: Gliding

You can now use it to glide around the world. Use the Noseferatu Morph Skill after a jump, or while you're otherwise in the air. When you do, an icon will come onto the screen. By pressing the △ button, you will morph, spread your wings, and glide like a pretty bird - or an ugly bat, whichever you prefer. Press ← and → to steer.

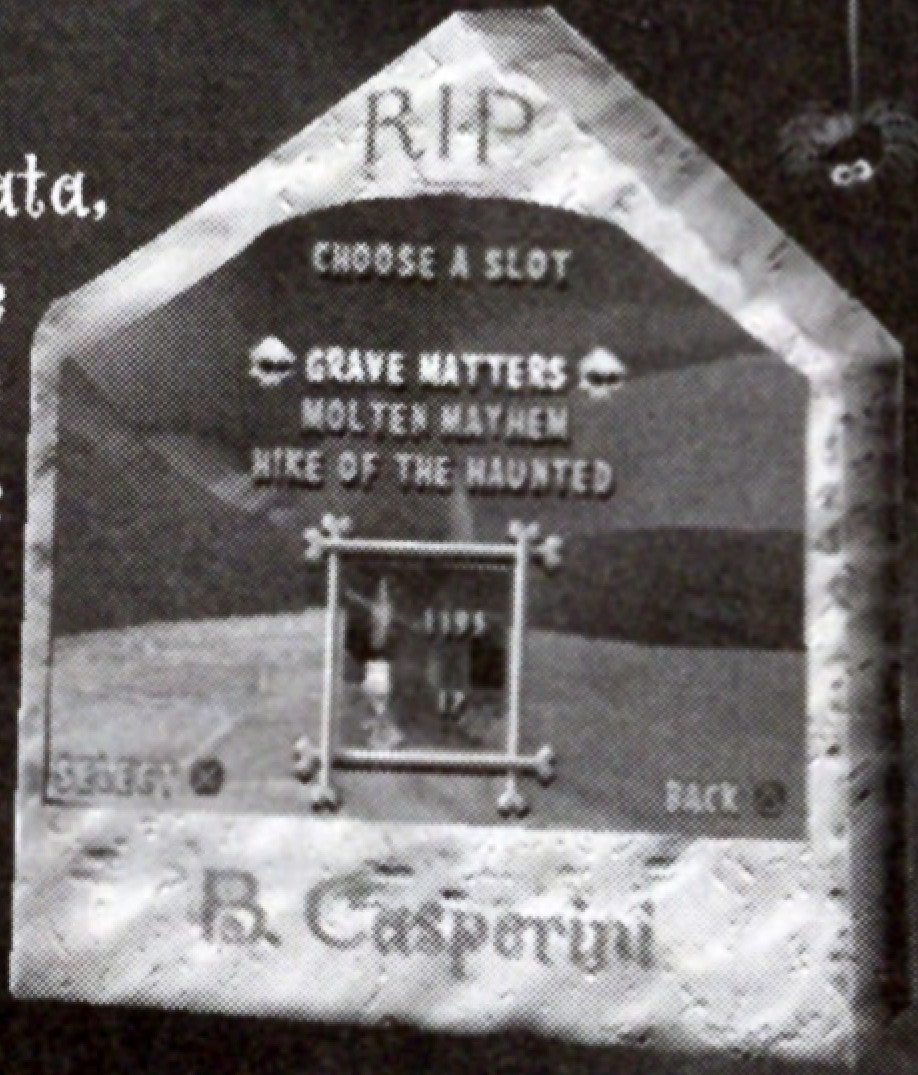
If you press the △ button again you will morph back and fall to the ground -just make sure you have ground beneath you! Also, you will automatically morph back if you touch the ground.



LOADING & SAVING GAMES

Loading Games

To access previously saved Muppet Monster Adventure data, highlight Load Game from the Main Menu and press the ⊗ button. Saved game data will be automatically read from the Memory card. You will be asked to confirm if you want to overwrite your current game with this data.



Press ↑ or ↓ to highlight YES or NO and press the ⊗ button to confirm your selection. Your saved game will then be loaded. Yau're ready to go.

Saving Games

Select Save Game from the Pause Menu (pg. 8) to accesss the Save Game Menu. You must have a Memory card inserted in your Console in order to save a game. Please ensure that there are at least 2 free blocks on the Memory card.

To save your current game, press ↑ and ↓ to choose a Memory card block and press the ⊗ button to confirm. Once the save has been successfully completed, press the ⊗ button again to return to the Pause Options Menu.

IMPORTANT

Do not insert or remove peripherals or Memroy cards once the power is turned on. Make sure there are enough free blocks on your Memroy card before commencing play.

Your Memroy card is supported in MEMROY CARD slot 1 only.

CREDITS

MAGENTA SOFTWARE

Managing Director	Paul Johnson
Director	Dave Allsopp
Additional Artwork	Nick Hinton, John Carter, David Glanister & Dave Newhouse
The Team	Dave Allsopp, Paul Elliot, Mark Rynn, Jonathan Greenwell, David Harper, Clive Johnson, Paul Johnson, Jakes Mo, Conor Ryan, Tim Scales, Phil Smith, Carl Swanick & Nick Tame
Special Thanks	Larry Cooney, Adam Smith, Colin Morrison & Gerry Rynn

JIM HENSON INTERACTIVE

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Talent Co-ordinator	Jill Colley
Executive Director, Production	C. Steve Booth
Business Affairs	Michele Martell
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Special Thanks to	Steve Riding

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QA Supervisor	Gary Spencer
Lead Tester	Alan Mawer
Beta Testing	Mike Aspinall, Carl Seddon, Mark Halsall, Musa Yilla, John McLaughlin, Richard Bunn, Ian McEvoy, Dean Ashley, Rob Sutton, Chris Cubbin, John Hale, Barclay Christmas, Chris Speed, Jon Coles, Thomas Rees & Jonathan Whelan
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Guidelines	Neil Clarke & Paul French
Localization Co-ordinator	Elodie Hummel
Localization Testing	Gaelle Leysour, Britta Kuhmen, Susana Paredes, Ramiro Aguir,
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HINTS & TIPS

1. Pepe has many useful bits of information to share with you.

2. Enemies can give you more than just stars if you kill them more than once.

3. Collecting all the evil energy stars throughout the game will earn you something special.

4. Different enemies can only be killed by certain attacks.

5. Some helpful things are in high places.

6. Coins will open gallery items.

7. Arrow signs are very useful. Make sure to keep an eye out for them.

8. Use switches to get to hard to reach places.

9. About to lose your last life? The HUB option in the Pause Menu is more helpful than you may think.

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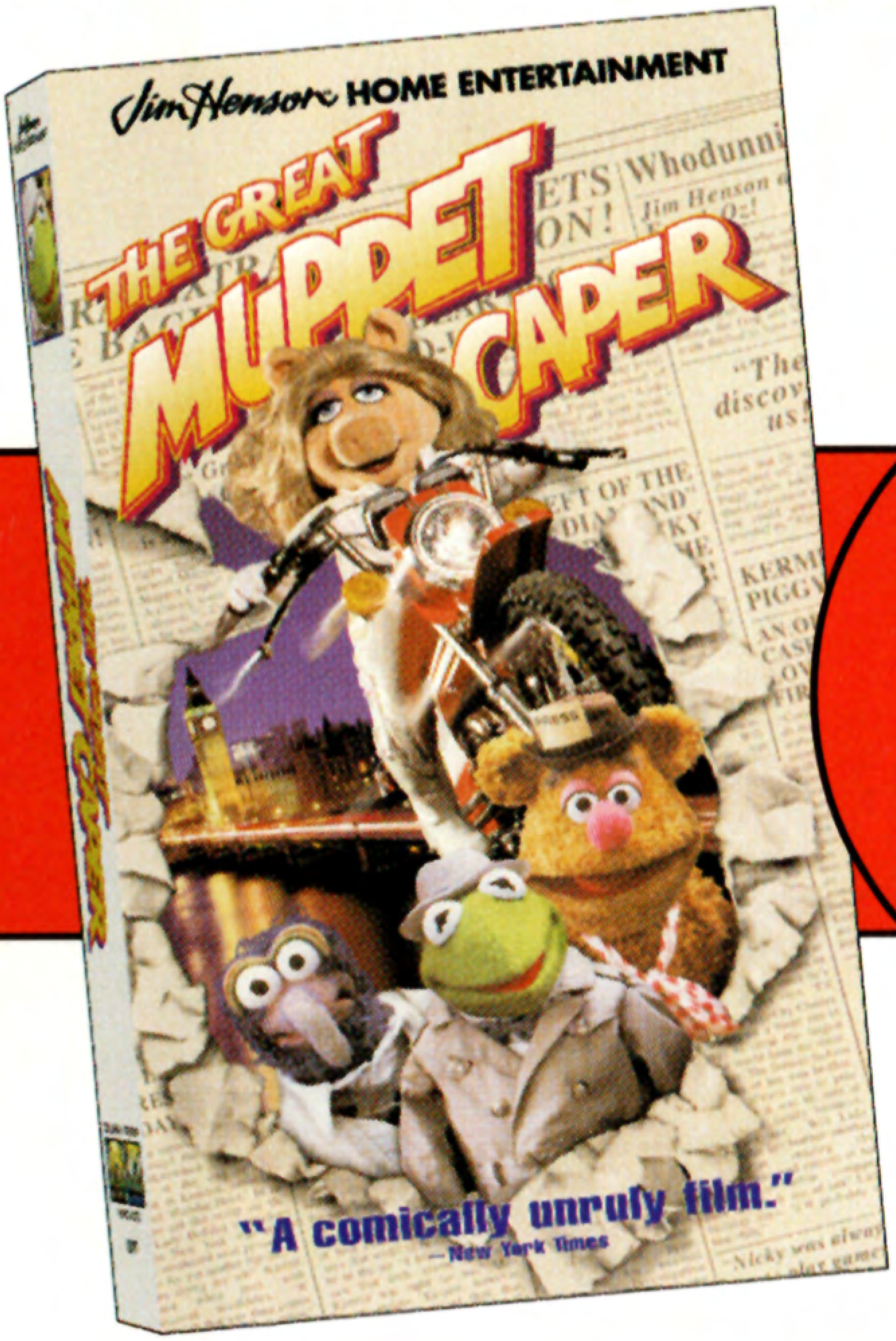
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